

Increase of capacity on the Shinkansen high-speed line using virtual coupling

Tilo Schumann

DLR Institute of Transportation Systems

Braunschweig, Germany

Comprail, Madrid

19 – 21 July 2016



Knowledge for Tomorrow

Overview

- Next Generation Train project
- Virtual coupling
- Simulation tool
- Shinkansen scenarios



Next Generation Train project

Since 2007, 11 DLR Institutes, current phase until 2018

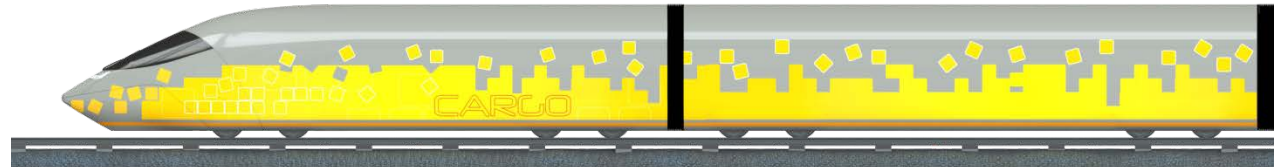
- Ultra-high-speed train (400 km/h, 202m, 800 seats, double-deck, 16 MW)
NGT HST



- High-speed regional train (230 km/h, 120m, 480 seats, double deck)
NGT LINK



- Ultra-high-speed Cargo train (400 km/h, currently in design process)
NGT CARGO



Introduction to virtual coupling

- General idea is the coupling and uncoupling of trains on the move, not only during the stop at the station
- Coupling on the move → every train part needs its own propulsion and energy supply
- Virtual coupling has benefits compared to mechanical coupling:
 - No mechanical couplers needed
 - Avoidance of problems with mechanical couplers
- Switch problem:
 - Switches can fail
 - The train has to be able to stop in front of a switch
 - Coupling and dividing train parts have to keep the absolute braking distance ahead of switches
 - The operational benefit of coupling on the move gets lost
- Two general scenarios:
 - Use of conventional switches
 - Use of (not invented) “passive” switches, which can always be passed safely



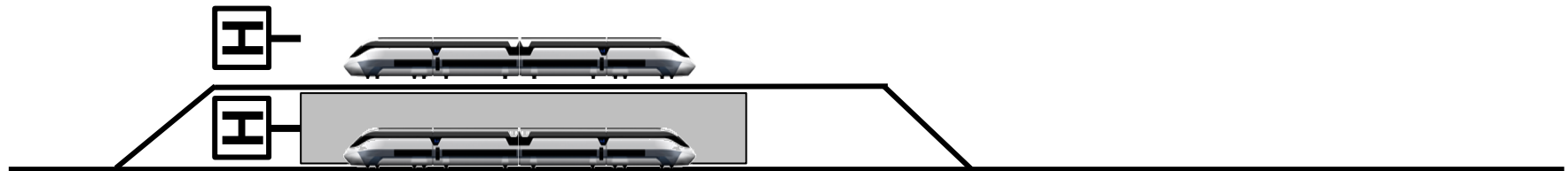
Scenario summary I

Conventional switches

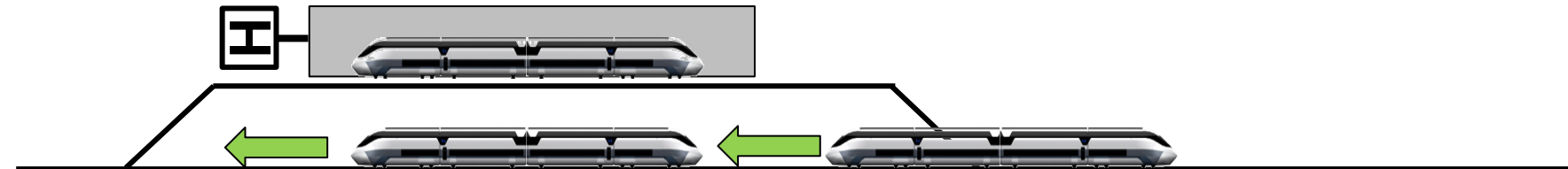
Slip Coaching train is split up – the last wagons stop at platform



Doubling Scenario – Coupling the train after departure



Double overtake Scenario - Being overtaken by two trains



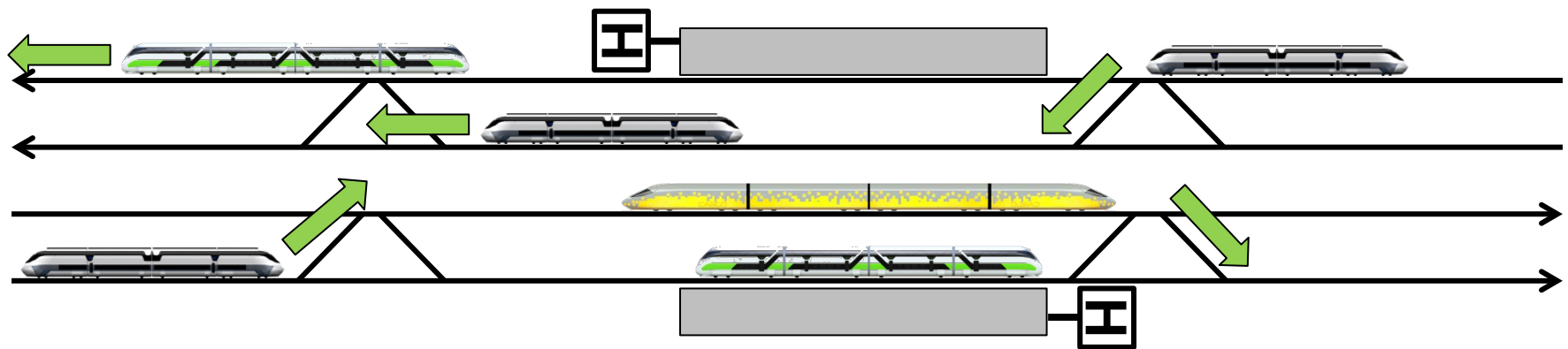
Scenario summary II

(Not invented) Passive switches

Coupling and splitting at junctions

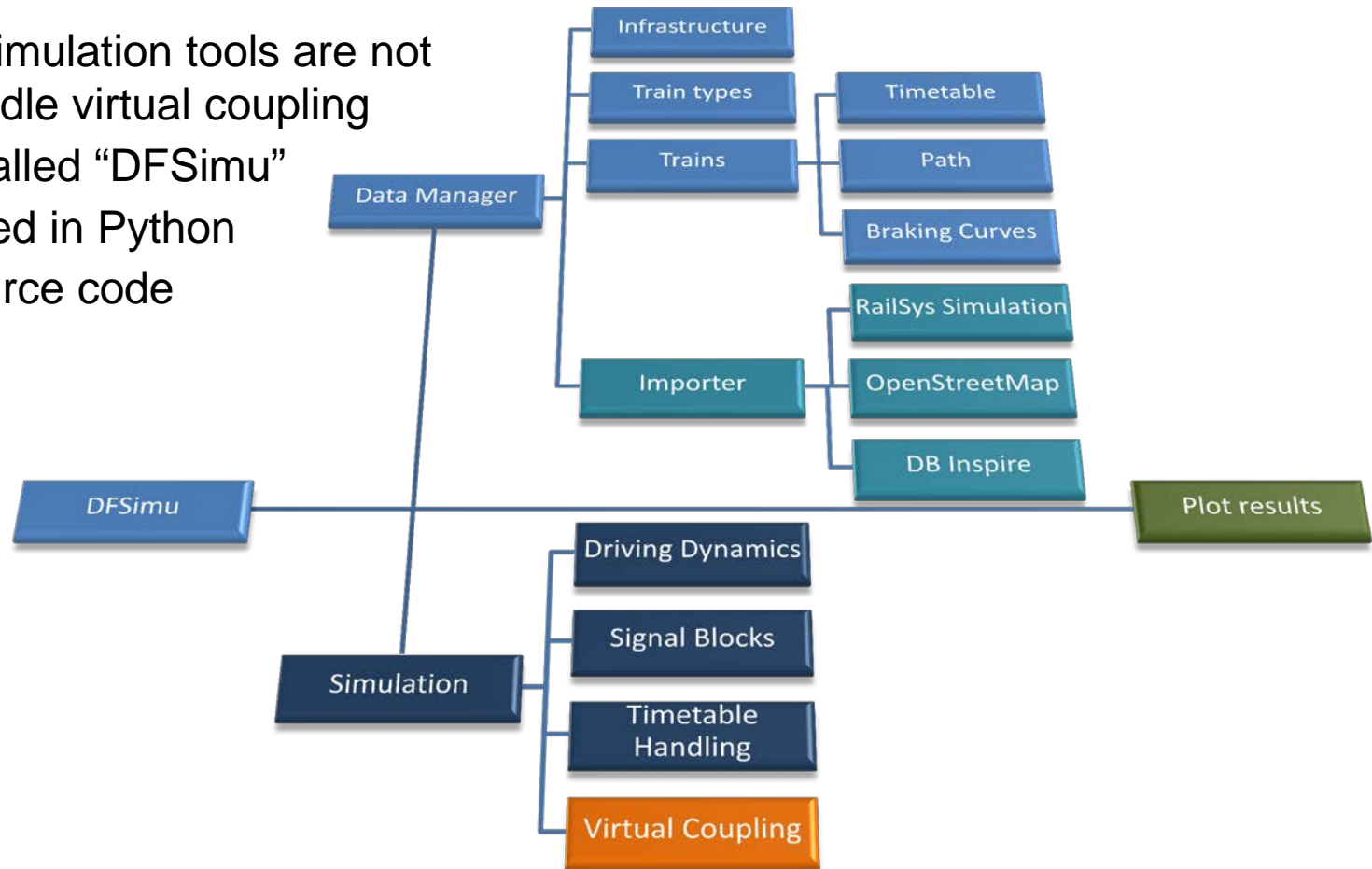


Freeway Scenario – Dynamic overtaking on two tracks in each direction



Simulation environment

- Available simulation tools are not able to handle virtual coupling
- New tool called “DFSimu”
- Implemented in Python
- 500 kB source code



„Shinkansen“ scenario Tokaido line Tokyo - Osaka

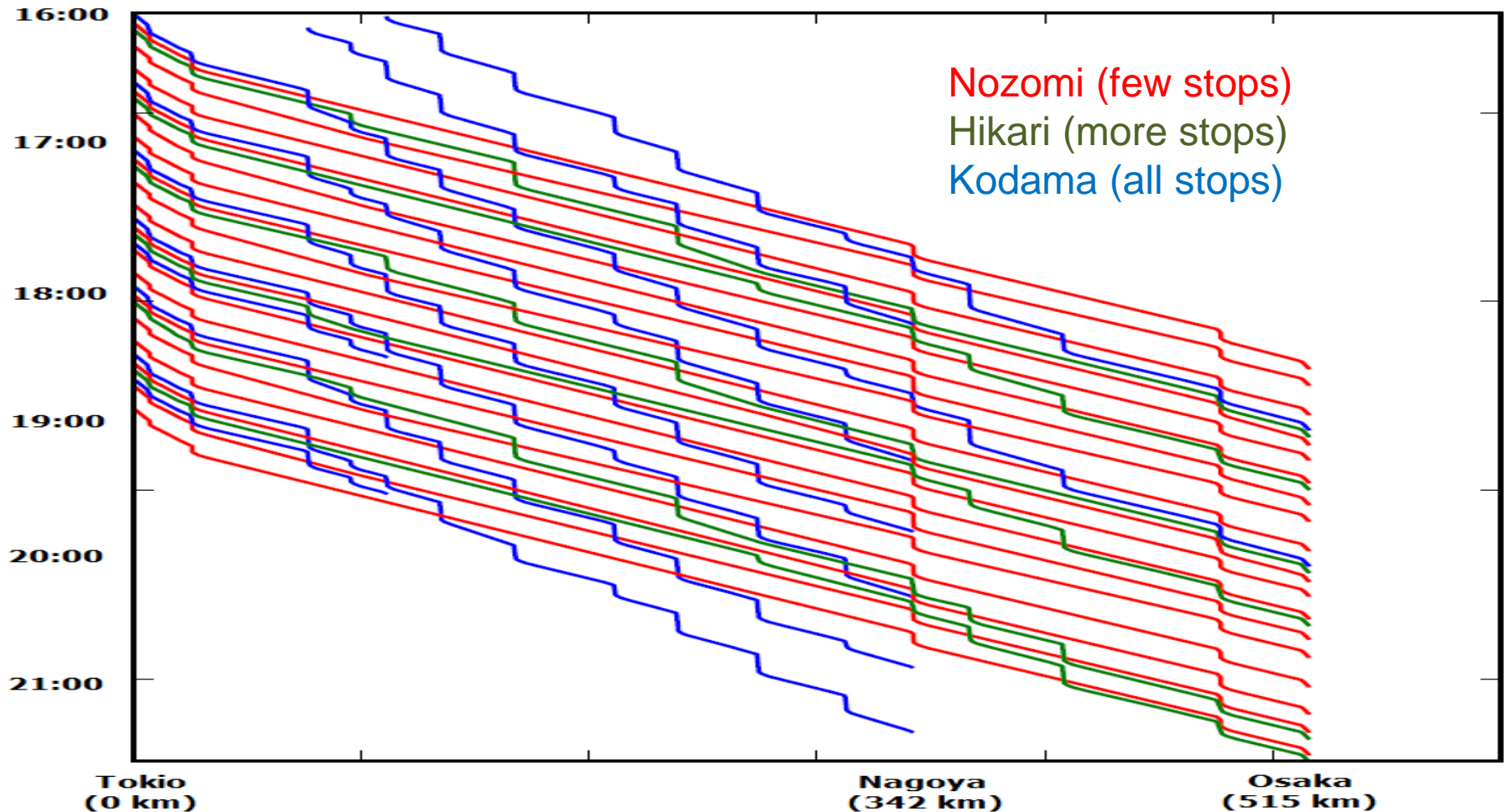


Pictures: Wikipedia

- Tokaido line is one of the most heavily used high-speed lines of the world
- Dense and punctual train traffic
- Need for more capacity
- Simulation with Shinkansen 700 type train (405m, 708t, 270 km/h, 1323 seats)

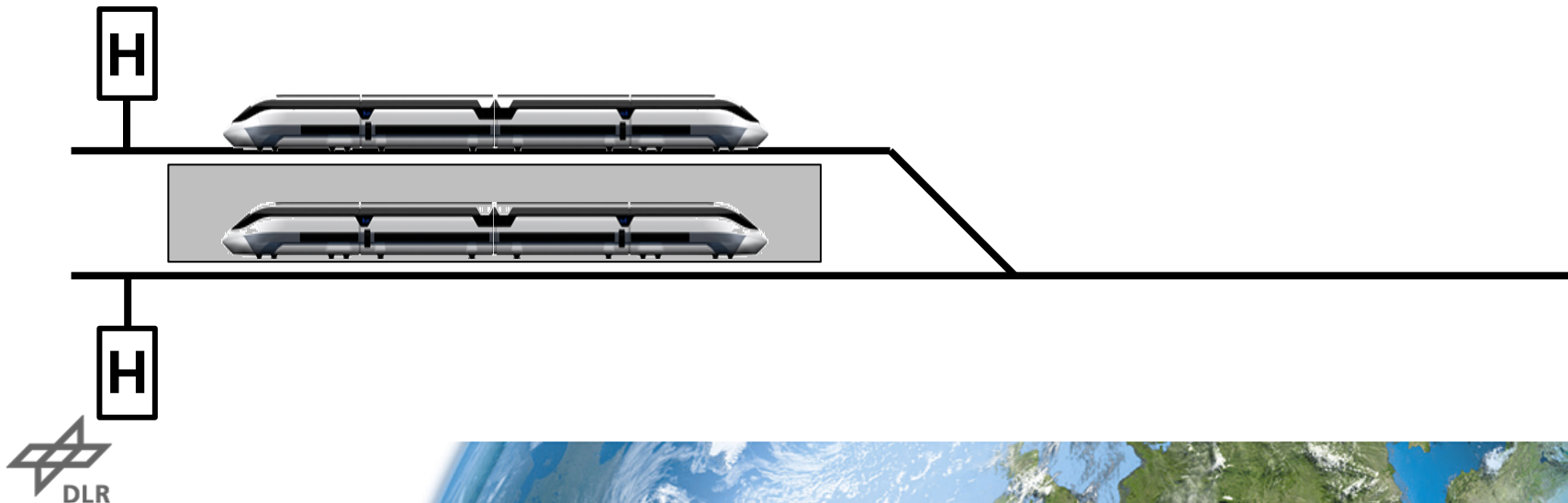


Graphical timetable of the afternoon outbound traffic from Tokyo to Osaka



Shinkansen scenario 1: Doubling the Nozomi trains

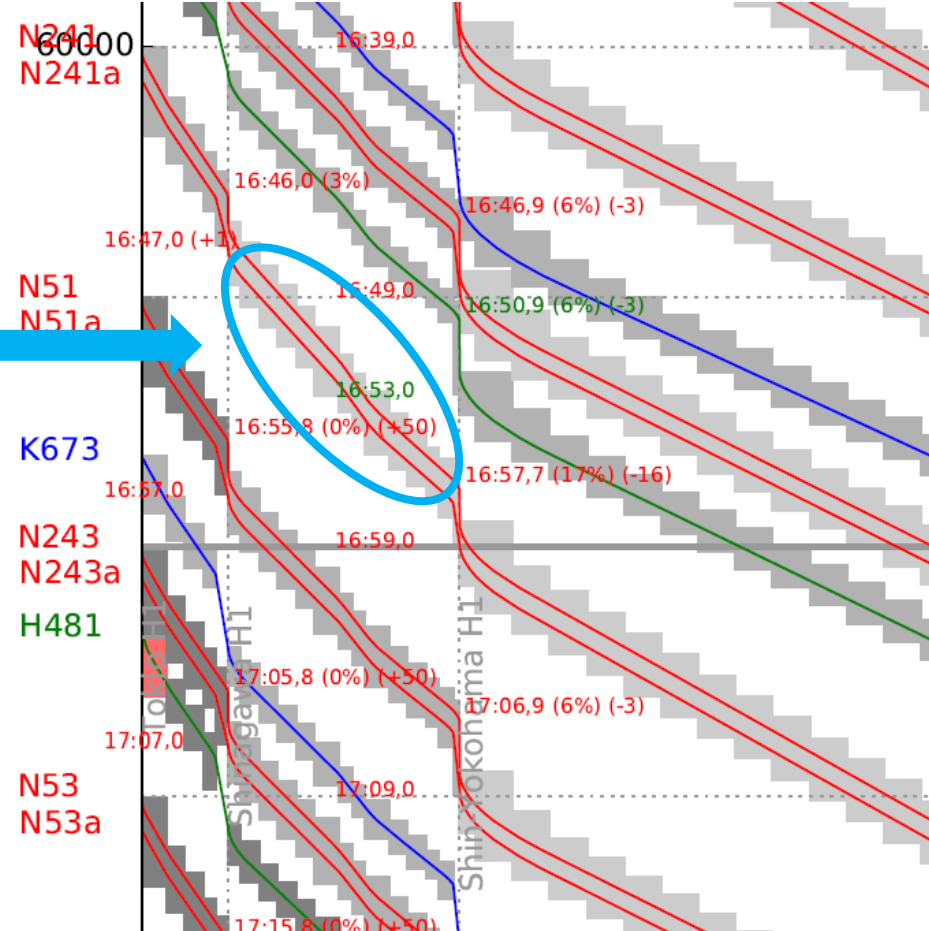
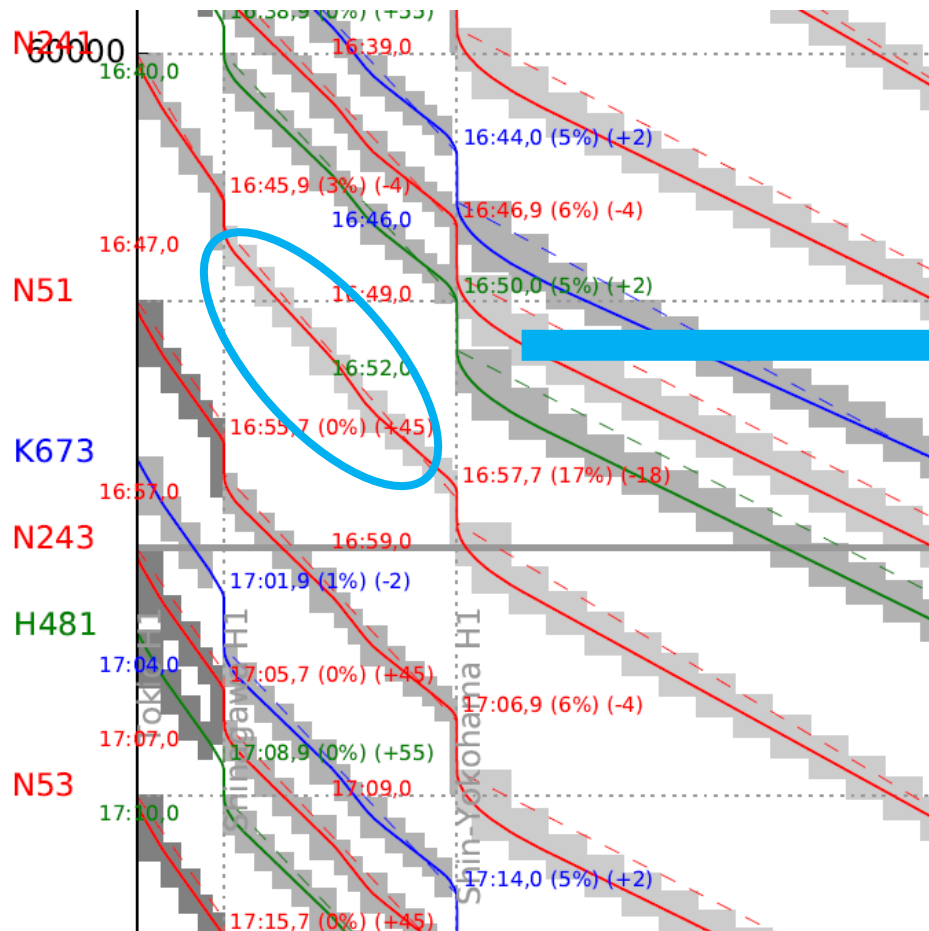
- Doubling of the fast Nozomi trains
 - Leading train starts, following train is waiting until first common switch is cleared
 - At the next station the following train keeps the braking distance to the dividing switch
 - Using the fact, that the speed near stops is slower
- Effect: Higher capacity (400 meters twice)



Shinkansen scenario 1: Doubling the Nozomi trains

Before

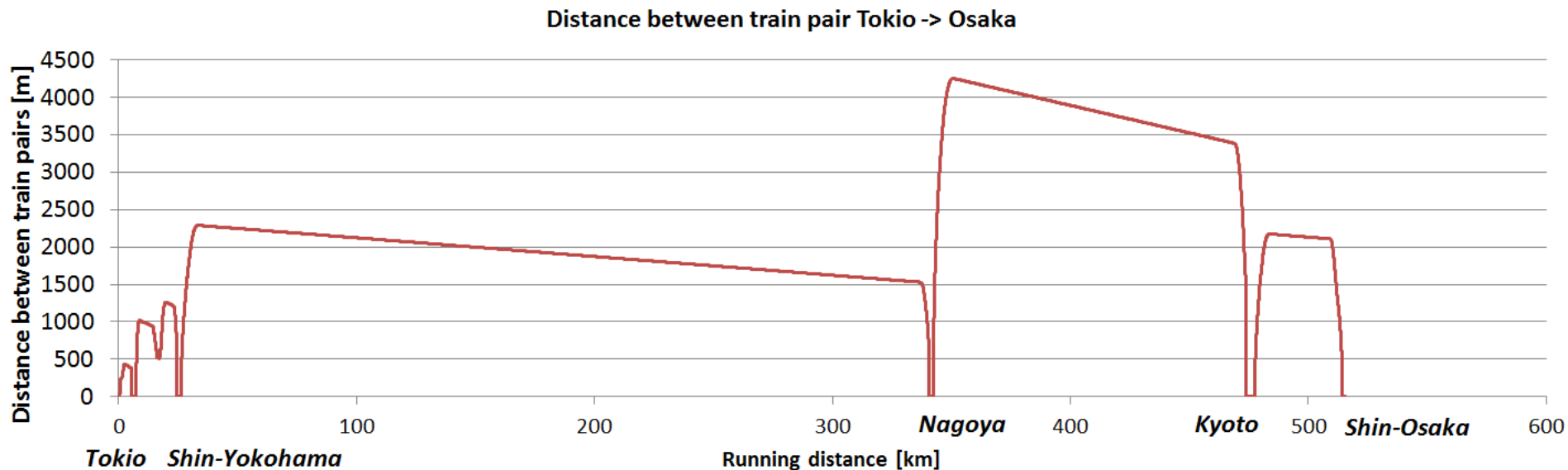
After



Shinkansen scenario 1: Doubling the Nozomi trains

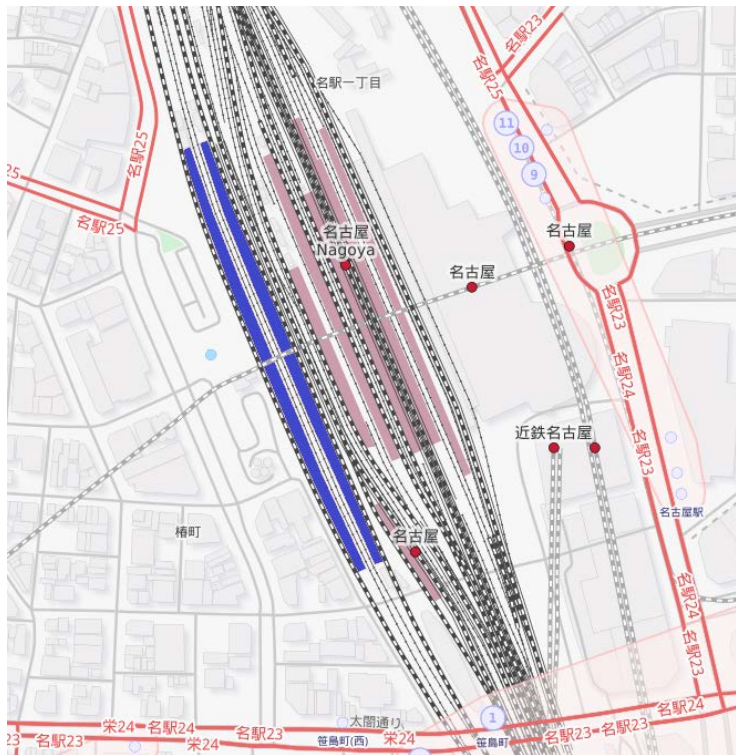
Distance between train pairs

- Developing running distance depends on distance between stopping place and switch (Nagoya > Yokohama / Kyoto)
- Distance decreases during run → second is a little bit faster (simulation detects little departure delay)



Stations Nagoya and Tokio

- Shinkansen stations have confined space conditions
- Only 2 tracks per direction in Nagoya, of which only one can be used for terminating trains

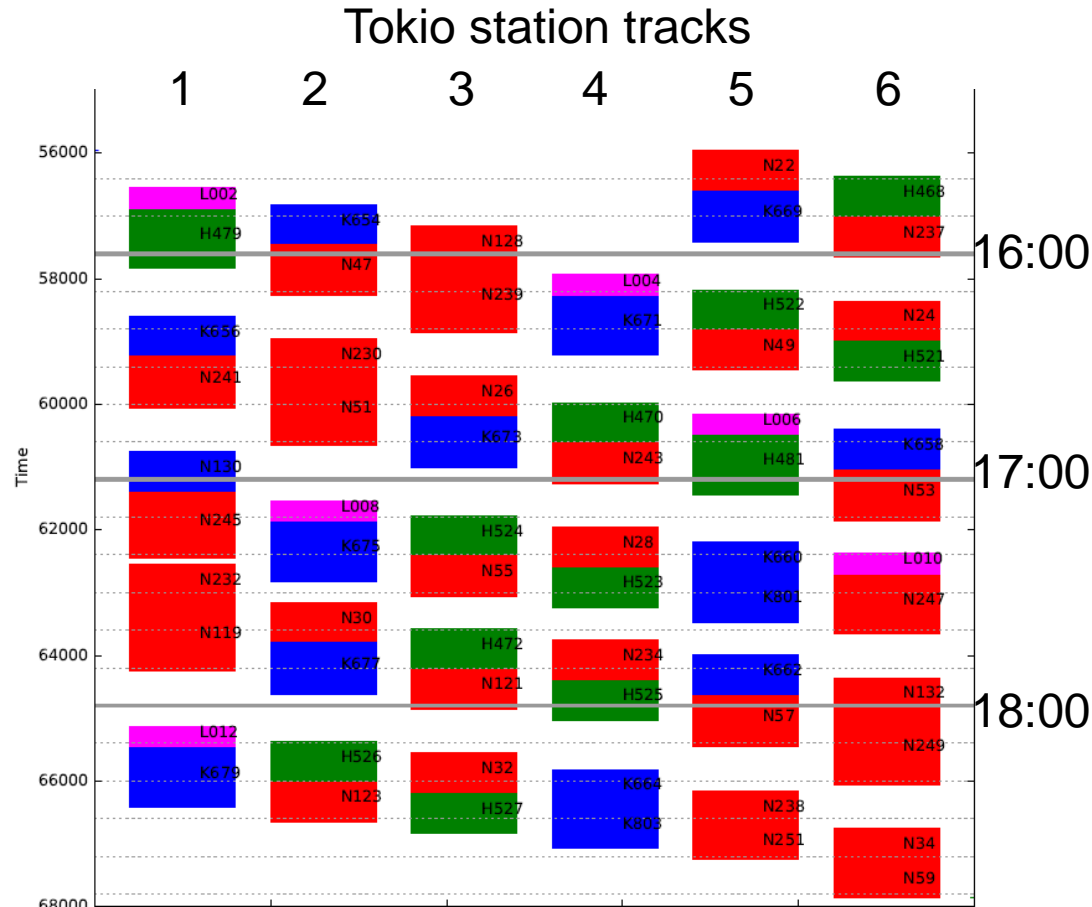


Bildquellen: OpenStreetMap Verkehrskarte

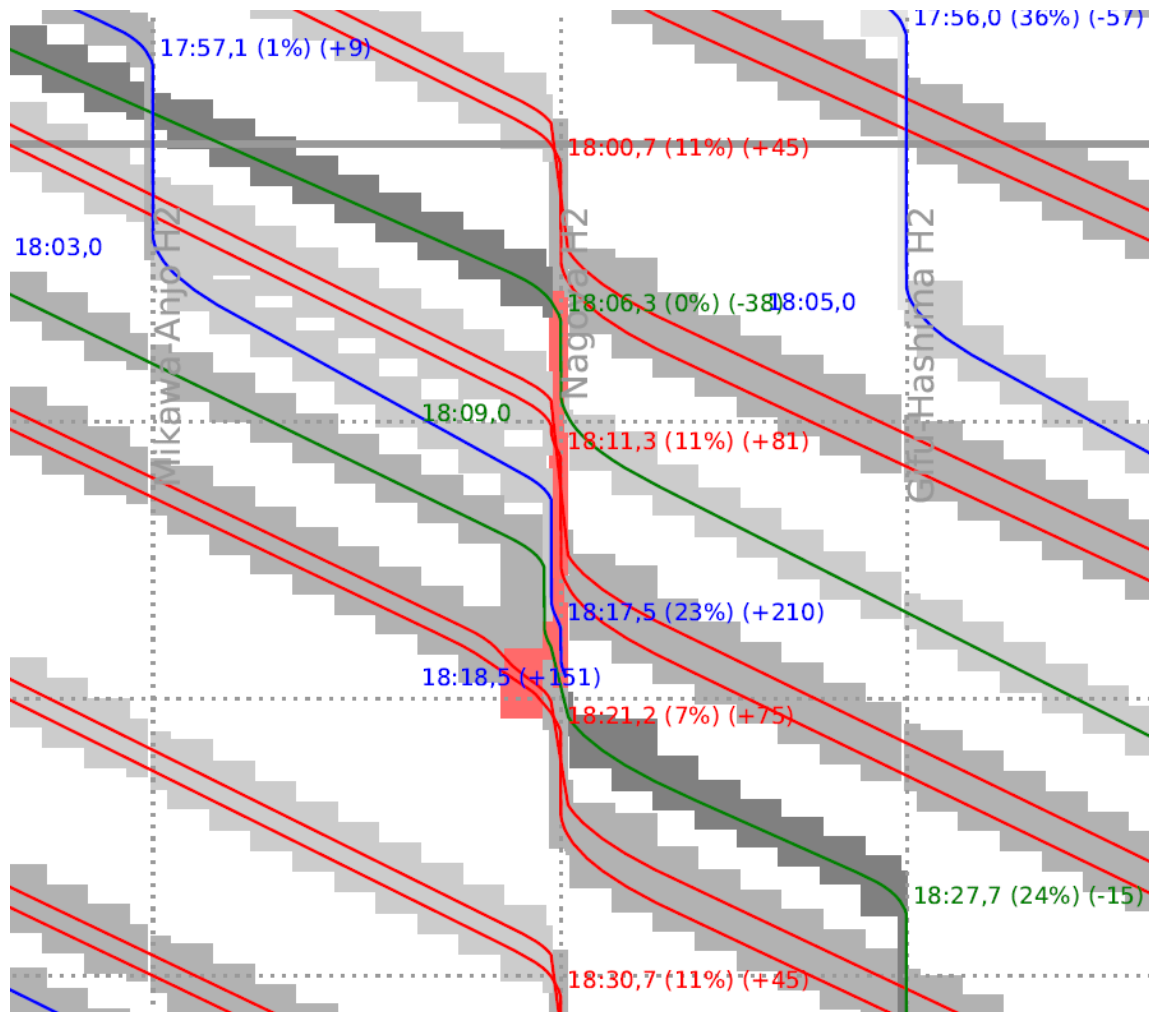


Tokio Station Track Occupation

- 6 tracks in Tokio station for Tokaido line
- Currently 12 minutes turn-around-time in average
- Accessing platform track / Door opening / Disembarking / Cleaning / Turning chairs / Boarding / Door closing / Departure / Leaving platform track
- With virtual coupling either a new platform is needed or the turn-around-time has to be shortened



Shinkansen scenario 1 – Nagoya Bottleneck



Results of the Shinkansen scenario 1

- Benefit: increase of line capacity from 15 000 to 23 000 per hour and direction
- New platforms needed in Nagoya and probably Tokyo and Osaka needed

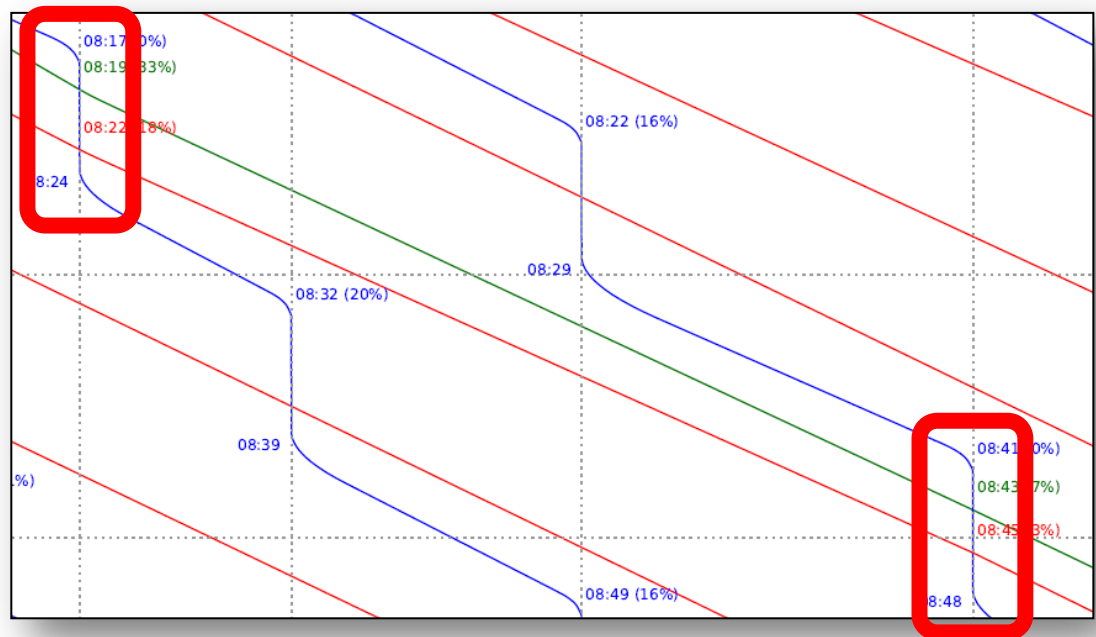
Timetable: departures at Tokio (16.00 – 19.00)	Original 2015 timetable	Shinkansen scenario 1: Doubling of Nozomi trains
Nozomi trains / h	6	12
Hikari trains / h	2	2
Kodama trains / h	3	3
Train count / h	11	17
Seat capacity / hour / direction	15 000	23 000
Train-kilometer (all)	15 494	24 780
Energy consumption (all)	271,1 MWh	426,1 MWh
Specific energy consumption (all)	17,5 kWh / train-km	17,2 kWh / train-km
Delay sum arrival (all)	0 min	242 min
Obstructions (all)	11	104

Nagoya needs
new platform

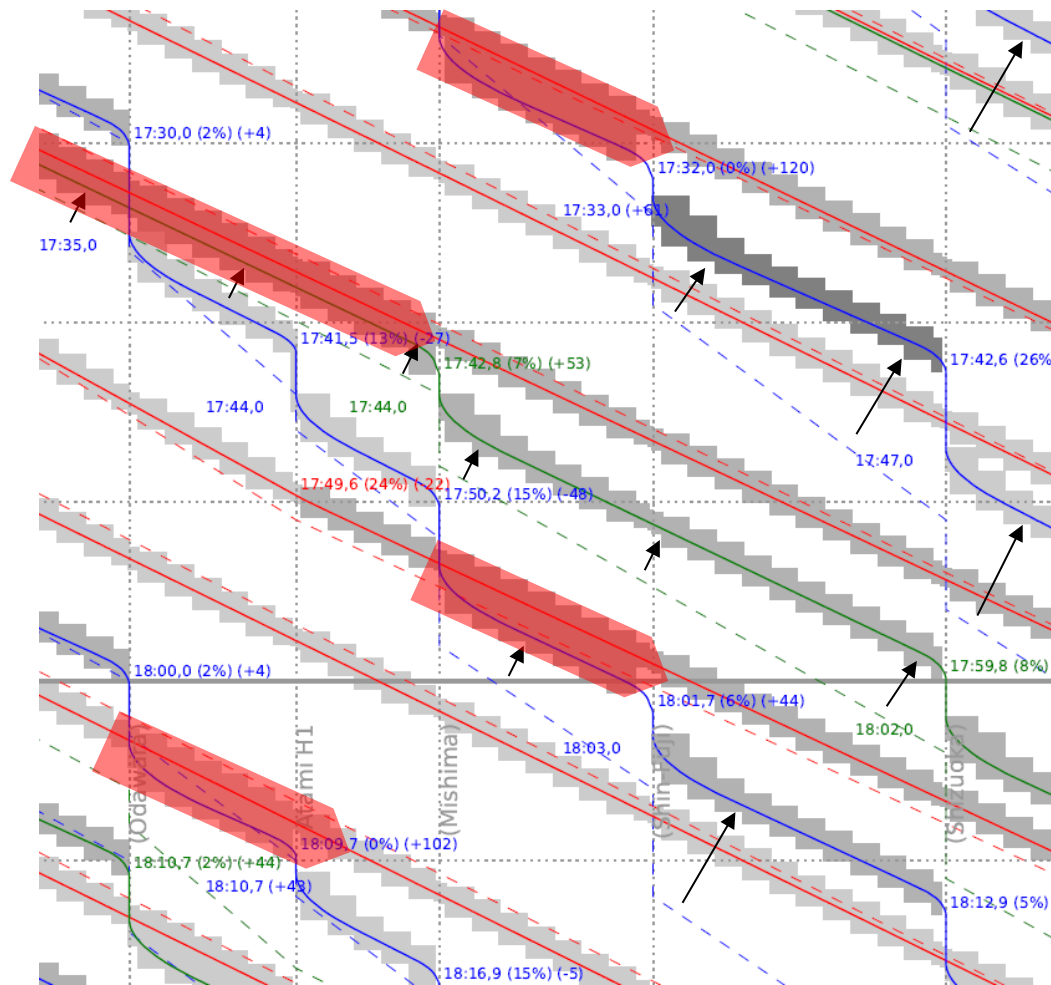


Shinkansen scenario 2: Being overtaken by 2 trains

- Kodama trains are passed by other trains at every stop
- Sometimes even by two trains
- Virtual coupling of these two trains could lead to shorter stop times and thus to shorter travel times



Shinkansen scenario 2: Timetable compression



Shinkansen scenario 2: Timetable compression

- Constraints:
 - Reduction of stopping time from 3 to 2 minutes (1 min at small stations)
 - Reduction of time allowance to 3% for Kodama and Hikari trains
- Results do not meet the expectations
- Reasons:
 - Many stops of Hikari trains prevent benefits for the capacity of the line
 - Station Atami has platforms directly at the fast track
 - Getting Kodama trains one station further for overtaking is only possible by violating the minimal stopping and allowance times
 - Nagoya Bottleneck prevents increase of train numbers
- Benefit:
 - Travel time reduction of 1/3 of the trains at around 20 minutes between Tokyo and Osaka



Conclusion and outlook

- Benefit of virtual coupling is limited because of the necessary **absolute braking distance to switches**
- Virtual coupling in operation looks more or less like running in relative braking distance
- Increase of line capacity is possible by doubling fast trains
 - Two platform tracks necessary at every stop
 - Additional track capacity at main stations
- Increase of capacity of Tokaido line from **15 000 to 23 000 pax / h / direction**

Outlook:

- Analysis of a **slip coaching scenario** on high-speed lines (e.g. German North-South-Line with fewer stops at Göttingen, Kassel and Fulda)
- Analysis of **freeway scenario** with the assumption not to have a switch problem



Thank you



Tilo Schumann

DLR Institute of Transportation Systems, Braunschweig, GER

Email: tilo.schumann@dlr.de Phone: +49 531 295 3506

